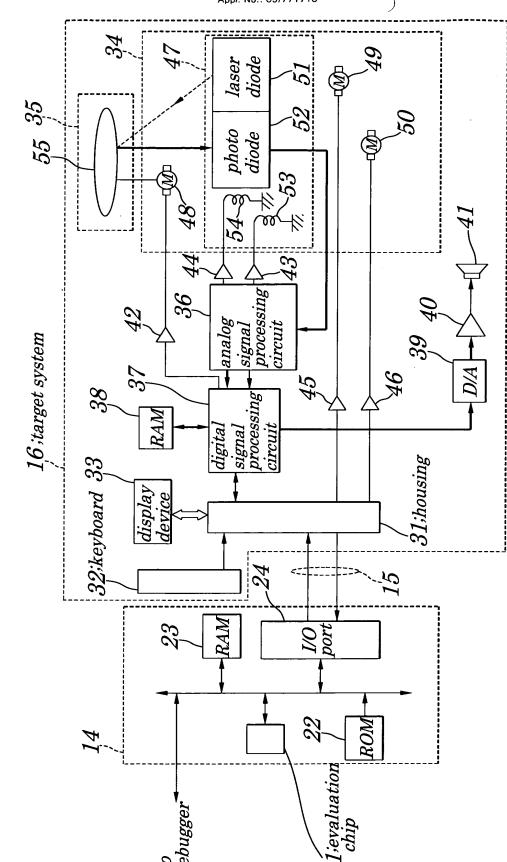
Title: PROGRAM DEVELOPMENT METHOD,
PROGRAM DEVELOPMENT APPARATUS, STORAGE
MEDIUM STORING PROGRAM DEVELOPMENT
PROGRAM AND PROGRAM DEVELOPMENT
PROGRAM
Inventor(s): Kenji NUMATA
Appl. No.: 09/771718 compiler 9 generating routine memory section memory section ---15; emulation probe event pseudomachine language code memory section program 91-9 generator in-circuit emulator debugger system target 70 event pseudor generating information memory section state-transition matrix memory section analysis section generating editor state-transition input section matrix editor event pseudo*la;display section* I;man/machine İc ;keyboard interface 1b;mouse

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FIG.1

CONTEST.



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Inventor(s): Kenji NUMATA Appl. No.: 09/771718

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		stopping	tray opening	TOC reading	time code displaying	moving to moving to first second music music	moving to second music	reproducing
Z Z	EXS.	I	2	w	4	5	9	7
tray key input	1	"motor: lockwise NN	T motor; counterclockwise $ON$	×	$\times$	X	X	X
SI:OFF → ON	2	T motor: 2 OFF ⇒tray opening		X	×	X	×	X
SI:OFF ON	3		T motor:OFF F motor:ON TOC reading ⇒ TOC reading					\
TOC OK	4			F motor:OFF time code display ⇒time code displaying				
DN	5			F motor:OFF ⇒ stopping				
search key input	9	\			F motor:ON search process to first music > moving to first music	search process to second music  → moving to second music	X	X
play key input	7	\	$\times$	$\times$	$\times$	X	reproducing process ⇒ reproducing	
stop key input	8				$\times$	X	$\times$	F motor:OFF stopping process ⇒stopping



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## FIG.4

```
rcv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
    reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
    stopping process
}
```

## FIG.5



## Title: PROGRAM DEVELOPMENT METHOD, PROGRAM DEVELOPMENT APPARATUS, STORAGE MEDIUM STORING PROGRAM DEVELOPMENT PROGRAM AND PROGRAM DEVELOPMENT PROGRAM

M AND PROGRAM DEVELOR
PROGRAM
Inventor(s): Kenji NUMATA
Appl. No.: 09/771718



	emulation	start finish					current state moving to	account masic	
reproducing	7	X	X		\	/	X		F motor:OFF stopping process ⇒stopping
moving to moving to first second music music	9	×	X		\		X	reproducing process ⇒ reproducing	X
moving to first music	5	×	×		\		search process to second music ⇒ moving to second music to second music	X	X
time code displaying	4	×	×	\		\	F motor:ON search process to first music ⇒ moving to first music	×	$\times$
TOC reading	3	×	×		F motor:OFF time code display ⇒ time code displaying	F motor:OFF ⇒ stopping	/	×	
tray opening	2	$egin{array}{c} T \ motor: & T \ motor: \\ counterclockwise \ counterclockwise \ ON \  ightarrow  $	\	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	\	/	$\times$	
stopping	I	T motor: clockwise ON	T motor: 2 OFF ⇒tray opening	/	/	\		/	
	<del>\</del>	I		$\mathcal{S}$	4	5	9	7	80
		tray key input	SI:OFF  ightarrow ON	SI:OFF  ightarrow ON	TOC	$\frac{input}{NG}$	search key input	play key input	stop key input